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or credit), and a money output 35 (for example, coin chute, ticket printer, smart card writer, or other devices for issuing currency or credit). The gaming machine includes a control system that includes processing platform 10 consisting of gaming processor subsystem and the general computing subsystem 11.

**In the Claims:**

Marked-up versions of the amended claims have been reproduced below in an appendix B on a separate page. All the pending claims have been reproduced in the appendix for the convenience of the examiner. The amended claims below are "clean," having no underlining or brackets. Please substitute the clean versions of 10, 11, 16 and 21. Please cancel claims 12, 13, 14, 17, 18 and 19. Please add claims 22, 23 and 24.

10. (Amended three times) A gaming machine comprising:

a housing;

a user input connected to the housing;

a display connected to the housing; and

a control system located within the housing, the control system comprising a processing platform that comprises:

a mother board, said motherboard comprising;

a first processor;

a memory wherein the first processor and the memory are designed or configured to control and operate one or more of i) visual displays, ii) attraction animation features, iii) audio player feedback, iv) real-time video presentations, v) and operating system and combinations thereof;

one or more buses on the more on the motherboard wherein each of the one or more buses uses an interface protocol selected from a group consisting of peripheral component interconnect (PCI), industrial standard architecture (ISA), Versa Module Europa (VME), and accelerated graphics port (AGP);

one or more expansion slots for connecting a board to the buses;

a gaming processing subsystem designed to control a game played on the gaming machine, the gaming processing subsystem comprising,

a first gaming processing subsystem board connected to one of the buses on the motherboard, the first gaming processing subsystem board comprising;

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a second processor designed or configured to control the gaming machine and to control Input/Output to the gaming machine;

a non-volatile memory for storing at least payout information;

<sup>21</sup> a data memory socket located on the first gaming processing subsystem board designed to accommodate a data prom; and

a bus interface for connecting the first gaming processing subsystem board to one of the buses via one of the expansion slots on the motherboard

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wherein the first gaming processing subsystem board is designed to control one or more of: i) a game play history, ii) gaming machine access, iii) user interface devices, iv) money handling devices, v) gaming machine I/O communications, v) random number generation and vi) progressive jackpot information.

11. (Amended) The gaming machine of claim 10, further comprising:

a second gaming processing subsystem board wherein the first gaming processing subsystem board is designed to control one or more of: i) a game play history, ii) gaming machine access, iii) user interface devices, iv) money handling devices, v) gaming machine I/O communications, v) random number generation and vi) progressive jackpot information..

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12. Cancelled.

13. Cancelled.

14. Cancelled.

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16. (Amended) The gaming machine of claim 10, wherein the gaming processor subsystem board is a PCI expansion card designed to interface with a PCI bus.

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17. Cancelled.